DRAWINGS

None required.

Figure #1 is a diagrammatic illustration of the game processor with the additional external processor used in a game apparatus.

Figure #2 is a block diagram of an external processor used in a game apparatus.

Figure #3 is a flow diagram illustrating a process present in a first version of a program as submitted.

Figure #4 is a flow diagram illustrating a process present in a second version of the program submitted.

Figure #5 is a diagram illustrating the layout of the physical component of the standalone, non-integrated electronic redemption bingo machine.

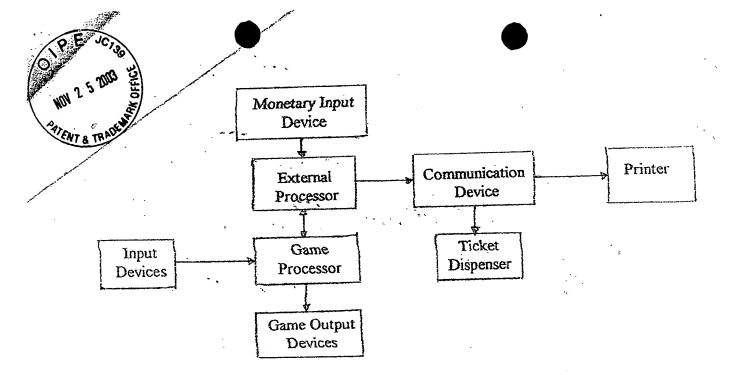


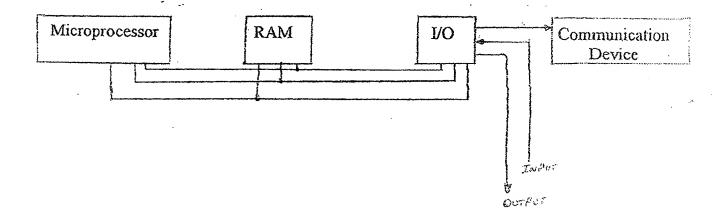
Figure #

- 4

3



Figure #2



FIGURE#3

4.

(START) FIGURE #4 MONETARY
INPUT
DETECTED? ND IMPLEMENT GAME PLAY COMBINE CREDITS CREDITS AVAILABLE? NO GAMÈ OVER? 163

> PRINT TICKET

j

DONE

FIGURE #5

TYPICAL WORDS FOR BINGO

